Magnetic Boots
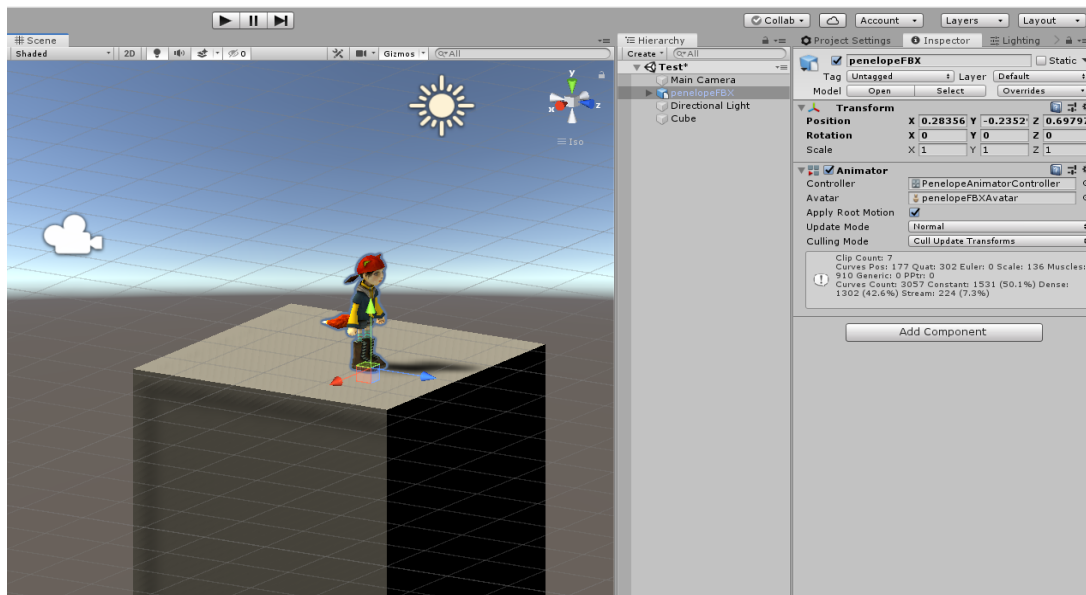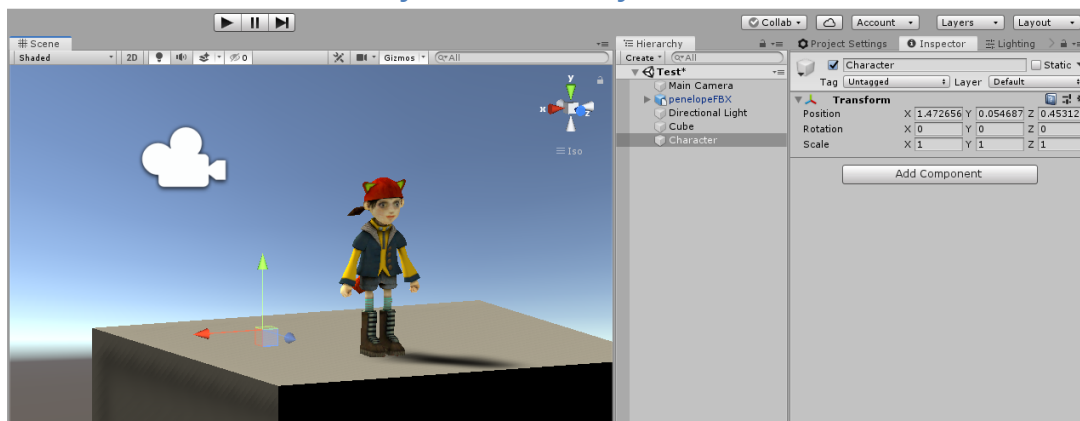
The character controller script that allows the character to walk on any surface from any angle.
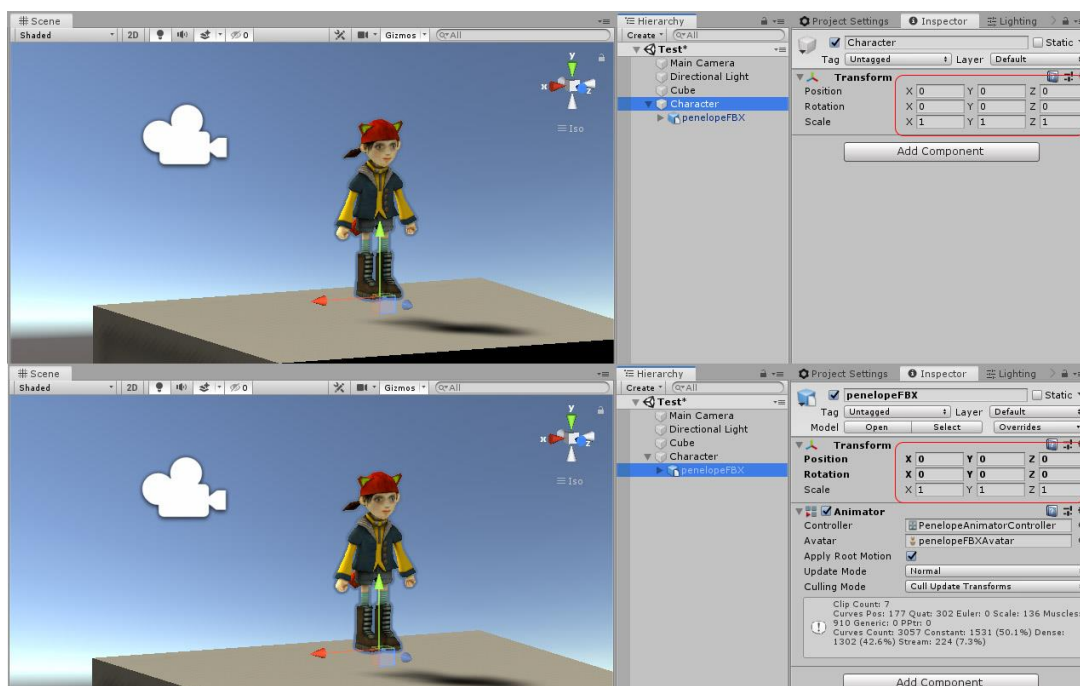
Setup

At the beginning create the Cube and place your character on it.

Create the empty object for your character (GameObject –> Create Empty) named "Character" or any other name you want.
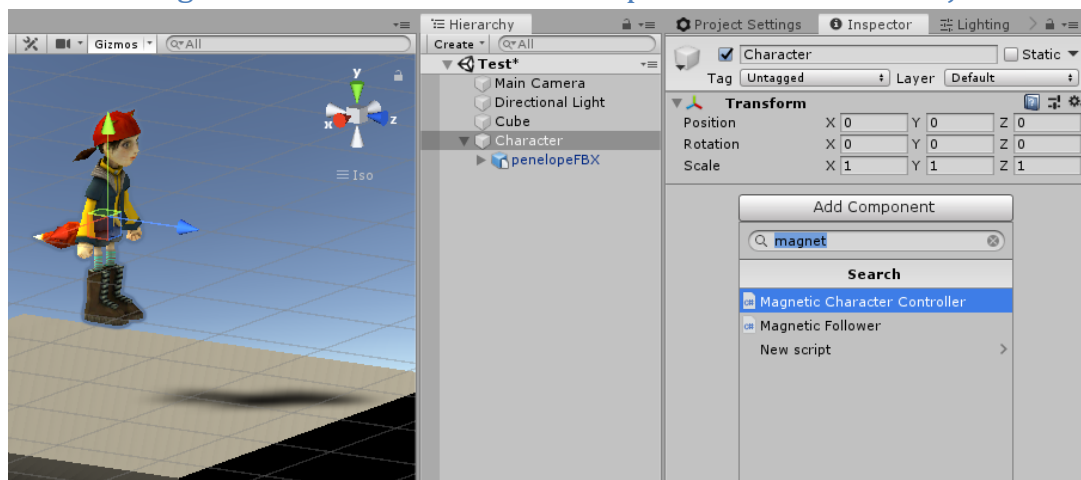

Place your character in the Character object and set them the same coordinates.

Adjust the location of these two objects relative to each other so that the pivot of the parent object is in the middle of the character-model object.
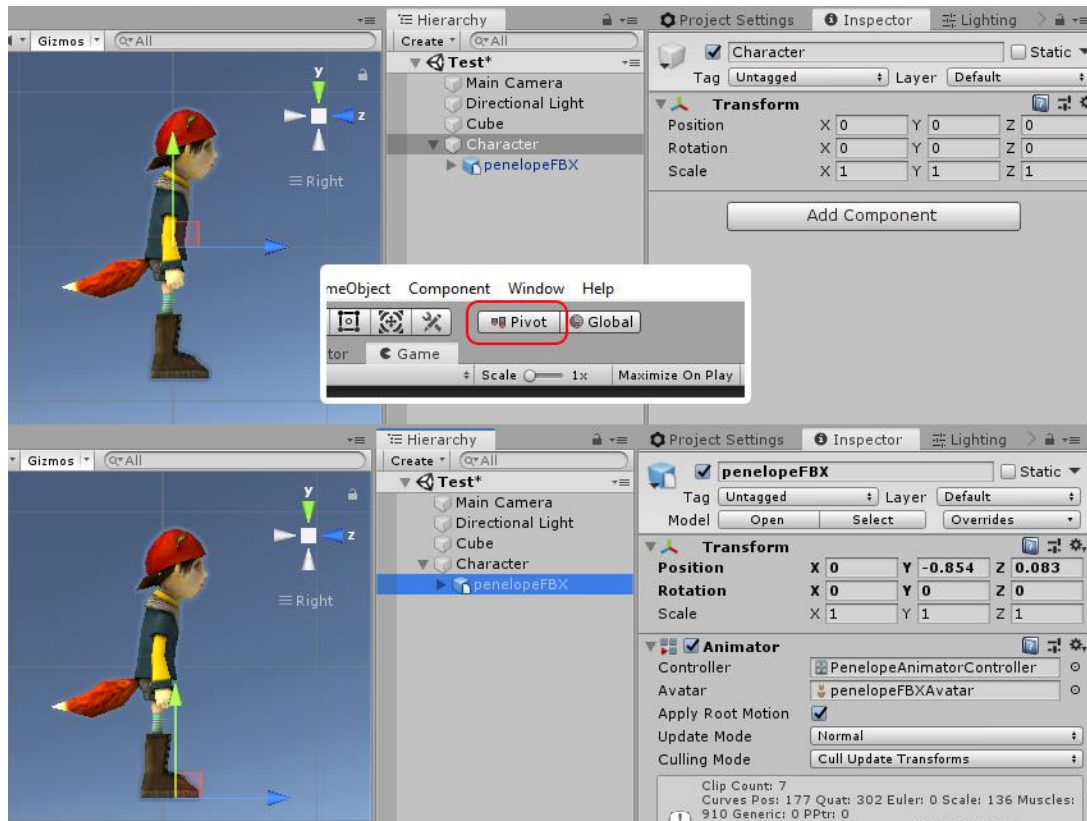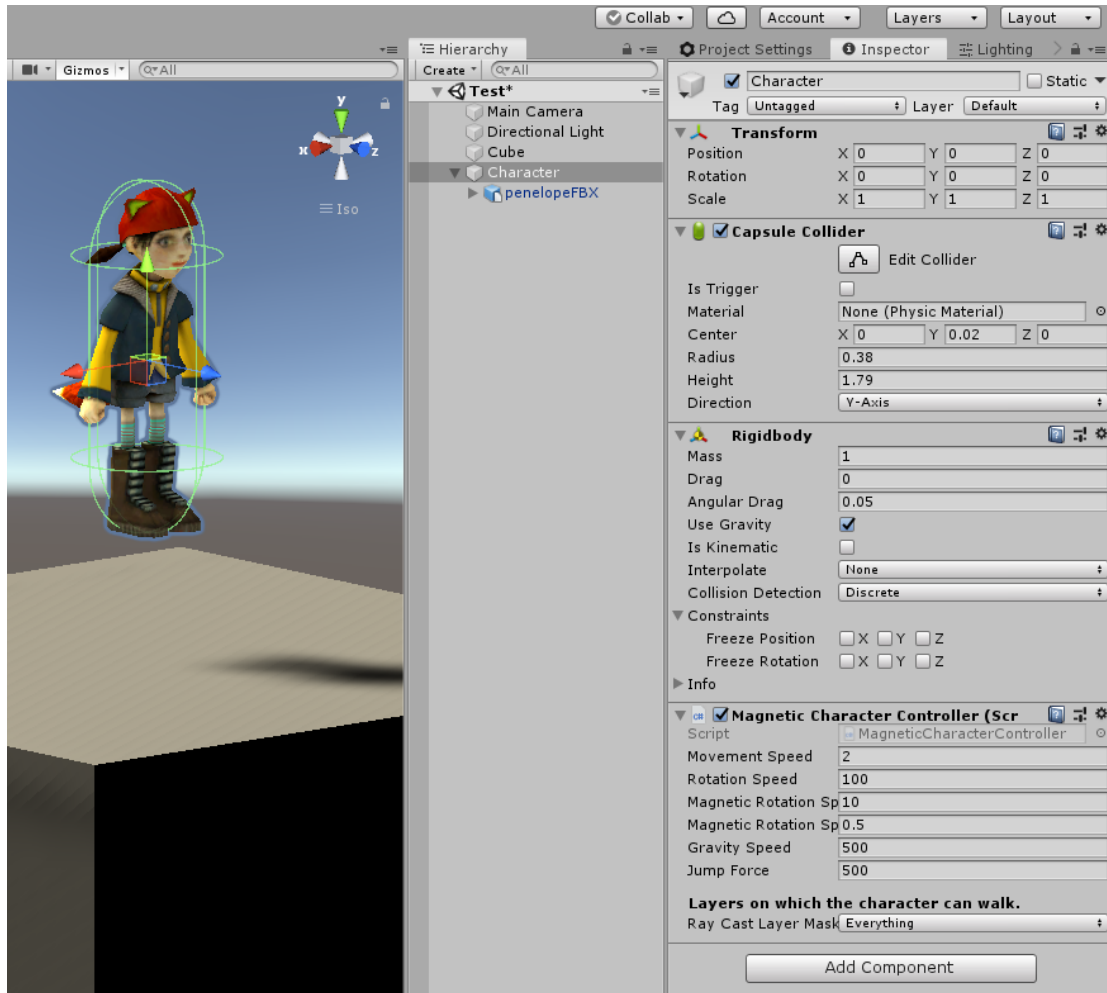

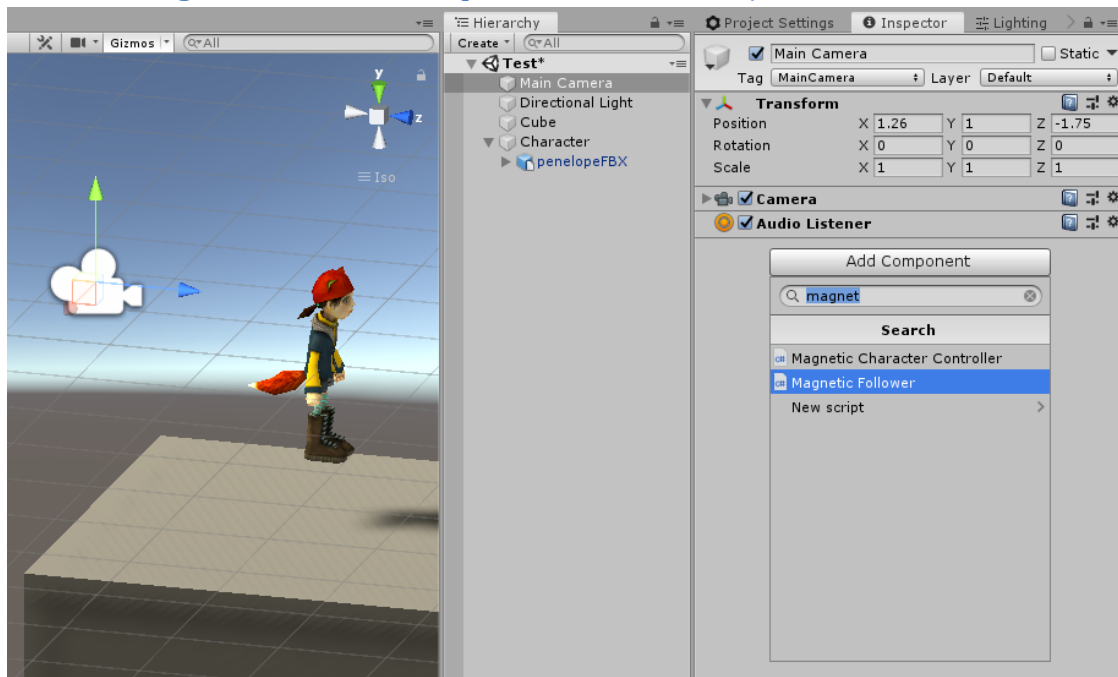Add the MagneticCharacterController script to the Character object.

The script will automatically add the Capsule Collider Component and the Rigidody Component to the character.
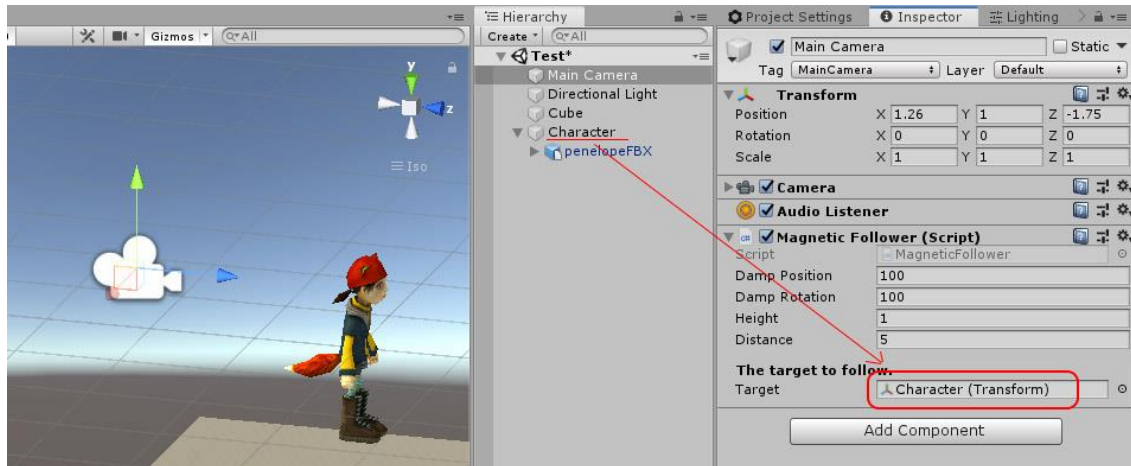
Setup the radius and the height of the collider.

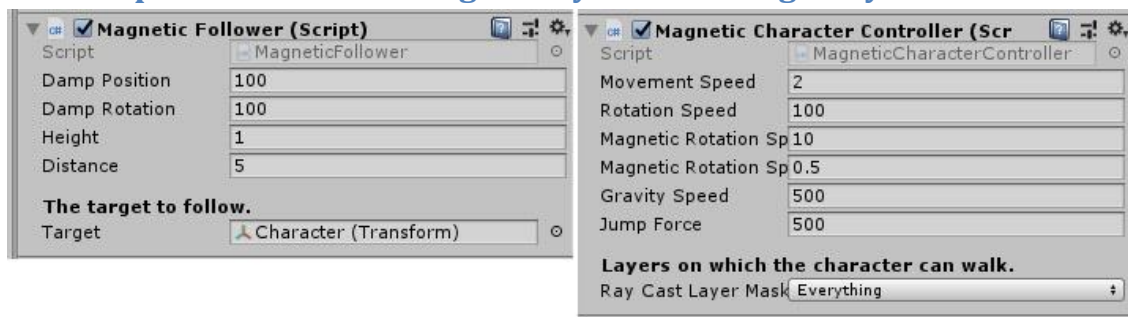## Add the MagneticFollower script to the Camera object.

Drag the Character object and drop to the field "Target" in the MagneticFollower script.

That's it! Now you can click Play button and control the character. The character runs around the cube!

The scripts have some settings that you can change as you wished.

The field RayCastLayerMask allows you to select the sepcified layer of the objects on which character can walk. You should mark this objects with a special layer and add them colliders.

Also, moving platforms can be tagged with "StickyPlatform" so that the character can stick to them.

Also, do not forget to replace the Animation Controller parameters names with your own in the MagneticCharacterController script.

That's it! Now your character can run on any surface at different angles!

And he can jump between objects, each time falling only on the surface beneath his feet.

If you have questions or suggestions, please email me:
aden1000000000@yandex.ru